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Bromley et al.

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[54] VIDEO GAME WITH INTERACTIVE ENLARGED PLAY ACTION INSERTS

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273/85 G; 273/88

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[56]

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[57]

ABSTRACT

A method of operating a video game which comprises storing at least two different but related playfield displays and changing playfield displays in response to the player-initiated selection of a designated switch, representing a specific game action.

9 Claims, 9 Drawing Figures

